Attorney Docket No. 722-X01-004

Serial No.: 09/780,036   Group Art Unit: 2661
Filed: February 9, 2001   Examiner: Ian N. Moore
Title: A METHOD OF SYNCHRONIZING THE REPLAY OF AUDIO DATA IN A NETWORK OF COMPUTERS

AMENDMENTS TO THE SPECIFICATION:

Please insert the following title before line 5 of page 1:

BACKGROUND OF THE INVENTION

Please insert the following title before line 12 of page 2:

SUMMARY OF THE INVENTION

Please insert the following title before line 22 of page 2:

BRIEF DESCRIPTION OF THE SEVERAL VIEWS OF THE DRAWINGS

Please insert the following title before line 28 of page 2:

DETAILED DESCRIPTION OF THE INVENTION

Please replace the paragraph starting at line 22 of page 2 with the following amended paragraph:

Embodiments of the invention will now be described, by way of example only, with reference to the accompanying schematic drawings, in which:

Figure 1 shows flow diagram of a method according to the invention,

Figure 2 shows a block diagram of a client-server network, ~~and~~

Figure 3 shows a further client -server network,

<u>Figure 4 shows schematically the determination of average travel time,</u> and

<u>Figure 5 shows schematically the determination of minimum travel time.</u>

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Please replace the paragraph starting at line 16 of page 5 with the following
amended paragraph:

If it has arrived earlier than expected, in a conventional replay system
it would just be delayed for a bit longer before replay. However, one
possibility is that the "start time" for the destination station being considered
was later than its neighbours due to routing or other delays. Under such
conditions, neighbouring destination stations would start replaying the voice
at different times. In the present invention, Block 27 denotes determining a
corrected "start time", either by subtracting the amount of time by which the
voice packet has arrived earlier than expected from the original "start time",
or by calculating a mean or average "start time" to be used in place of the
original "start time" see Figures 4 and 5.

Please replace the Abstract with the following amended abstract:

A method of synchronising synchronizing the replay of audio data sent as data
packets in a network of computers is described. The audio data passes from a
source station to destination stations within earshot of one another, and each
data packet sets out from the source station to respective destination stations at
substantially the same time, taking a travel time to reach its destination station.
The travel times are distributed over a range of times, and are difficult to predict.
The method includes determining the average travel time (or minimum travel
time) of a data packet, and providing a delay between the time a given packet is
sent and its replay, the delay being adapted such that it corresponds to a
predetermined time equal to the average travel time (or minimum travel time)
plus a variable set time. This results in the synchronisation synchronization of

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audio data replay, because the average travel time (or minimum travel time) is approximately the same for neighbouring destination stations, on average.